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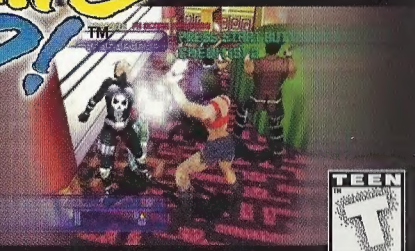
# Dynamite Cop!™



They have the President's daughter... you have hairspray, frozen tuna and spears. No problem!

TEEN
T
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# Virtua Fighter™ 3tb

TEEN
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## WARNINGS Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### *PROJECTION TELEVISION WARNING*

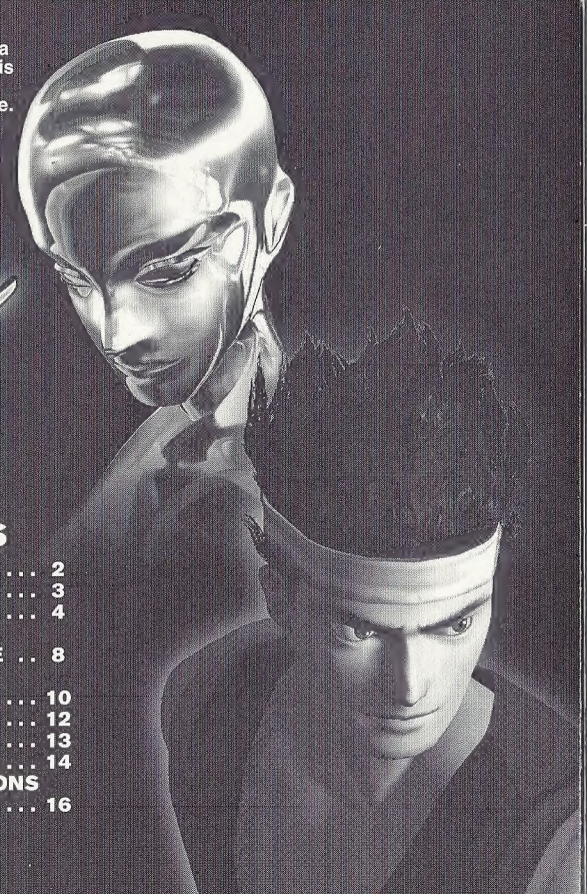
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### *SEGA DREAMCAST VIDEO GAME USE*

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Thank you for purchasing Virtua Fighter 3tb! Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing Virtua Fighter 3tb.

# Virtua Fighter 3tb™



## CONTENTS

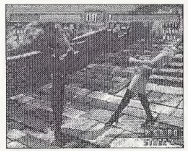

GETTING STARTED ..... 2
ABOUT SAVING FILES ..... 3
BASIC MOVES ..... 4
TEAM BATTLE MODE
/VS TEAM BATTLE MODE .. 8
NORMAL MODE
/VS NORMAL MODE ..... 10
TRAINING MODE ..... 12
VS RECORDS & HISTORY .... 13
OPTIONS ..... 14
CHARACTER INTRODUCTIONS
& MOVES ..... 16

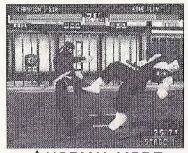
# GETTING STARTED

## TITLE SCREEN & MODE SELECT SCREEN

When the title screen appears, press Start and then select a play mode.
Use the Directional Buttons ↑↓ to select a mode, and press A to enter it.
(Press Start to skip the demo).

- TEAM BATTLE MODE
  Just like the arcade version, only you can choose up to five characters to make a team (if you change the number of Rounds in OPTIONS).
- NORMAL MODE
  Characters engage in one-on-one combat.
- VS TEAM BATTLE MODE
  Play Virtua Fighter 3tb Team Battle Mode with a friend.
- VS NORMAL MODE
  Play Virtua Fighter 3tb Normal Mode with a friend.
- TRAINING MODE
  Practice fighting skills.
- VS RECORDS
  Save and load fighting results and view previous two-player fight records.
- HISTORY
  Watch a video of the development of the game from the original Virtua Fighter to Virtua Fighter 3tb.
- OPTIONS
  Modify the game settings and run sound tests.


▲TEAM BATTLE MODE


▲NORMAL MODE

▲TRAINING MODE

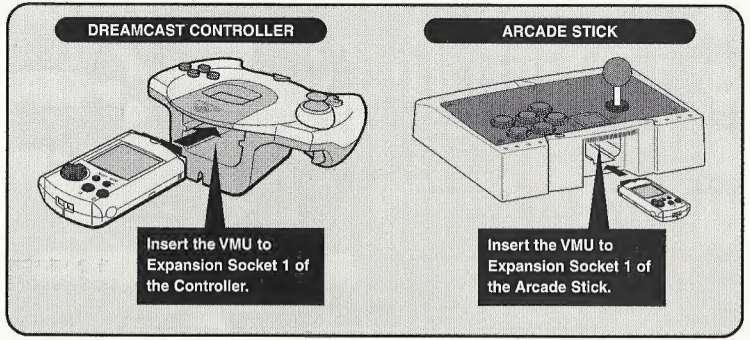


# ABOUT SAVING FILES

Your Virtua Fighter 3tb settings can be saved. The game settings, TEAM BATTLE MODE and NORMAL MODE fight results in two-player competitions, are saved by selecting "SAVE" in VS RECORDS.

## SAVING DATA

To save game data, you need a Memory Card e.g. Visual Memory Unit - VMU (Sold separately). You can save the TEAM BATTLE MODE two-player results, NORMAL MODE two-player results, and game settings to the VMU through VS Records. (Re. VS Records, → P.13)



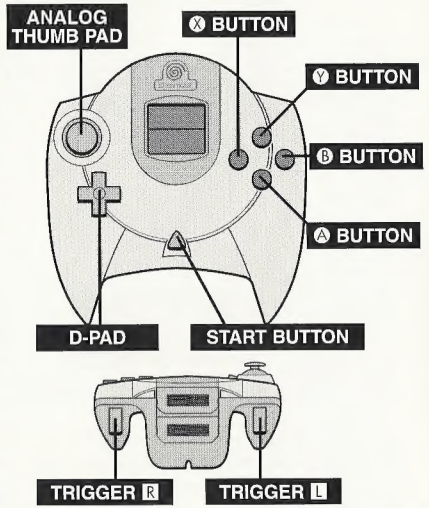

- To save data, you need 12 blocks of space on your VMU.
- Never turn OFF, remove the VMU, or disconnect the Controller (or the Arcade Stick) while saving.

# BASIC MOVES

Virtua Fighter 3tb is a one or two player game. For a one-player game, connect your Dreamcast Controller or Arcade Stick to Controller Port A. For a two-player game, use Ports A and B. To return to the title screen at any point during game play, simultaneously press and hold the Ⓐ+Ⓑ+Ⓧ+Ⓨ and Start Buttons.

## DREAMCAST CONTROLLER

| COMMANDS AND BUTTONS | |
|---|---|
| P | Press Ⓧ Button (Punch) |
| K | Press Ⓨ Button (Kick) |
| G | Press Ⓐ Button (Guard) |
| E | Press Ⓑ Button (Evade) |
| ⇨ | Press D-Pad in direction indicated |
| ➡ | Press and hold D-Pad in direction indicated |
| + | Press two or more buttons at the same time |



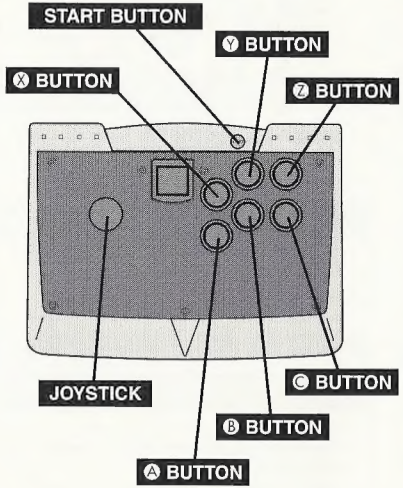

★ Note: the Analog Thumb Pad is not used in this game.





- To change the camera perspective mid-fight, press the Trigger L or R on the Dreamcast Controller or the Ⓒ Button on the Arcade Stick. This change of viewpoint only works when in One-Player Mode and TRAINING MODE.
- The button settings can be modified using the Button Reassignment feature in OPTIONS (→ P. 15).
- The explanations for all the fighting moves in the following pages are specifically for the Dreamcast Controller and not the Arcade Stick.

## ARCADE STICK

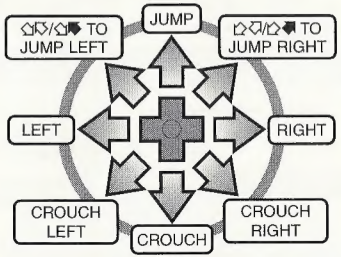



| COMMANDS AND BUTTONS | |
|---|---|
| P | Press Ⓧ Button (Punch) |
| K | Press Ⓨ Button (Kick) |
| G | Press Ⓐ Button (Guard) |
| E | Press either Ⓩ or Ⓑ Button (Evade) |
| ⇨ | Press Joystick in direction indicated |
| ➡ | Press and hold Joystick in direction indicated |
| + | Press two or more buttons at the same time |

## COMMON COMMAND TECHNIQUES

### MOVING/JUMPING/CROUCHING

Move left or right: Press the D-Pad either left or right lightly, or hold it down [◁/▷ or ◀/▶]
Quick steps: Quickly press the D-Pad twice, right or left [◁◁/▷▷]
Dash forward: Press the D-Pad twice right and hold [▷▶]
Small jump: Press the D-Pad in opposite diagonals, or down and up (◁◣/◣◁/▽△/◸◥).
Back flip: Quickly press the D-Pad in opposite diagonals (◁◣). Only certain characters can do this.
Big jump: Press the D-Pad downward quickly and then hold in
diagonals, or down and up, (◁◣/◣▽/▷◥/◸◥).
Crouch: Hold the D-Pad down right, left, or straight down (◢/▼/◣)
Low dash: Press the D-Pad either down right or down left twice, then hold (◁◣)




### PUNCHING

Punch: Ⓟ (Ⓧ Button)
When standing, this will usually be a high punch.
Low punch: ▼+Ⓟ
It is also possible to punch during a small jump.

### KICKING

Kick: Ⓚ (Ⓨ Button)
When standing, this will be a high kick.
Low kick: ▼+Ⓚ
It is also possible to kick during both a small and a big jump.

### GUARDING

Guard: Ⓖ (Ⓐ Button)
When standing, this will usually guard from a high or middle attack.
Low guard: ▼+Ⓖ
It is impossible to do defensive moves while jumping.

### EVADING

Evade: Ⓔ (Ⓑ Button)
This will make the character dodge the attack by sidestepping around the attacker.
Towards the rear part of the screen: Ⓔ or ▲+Ⓔ
Towards the front part of the screen: ▼+Ⓔ





### FOLLOW-UP ATTACK

When your opponent has been knocked onto the floor:
Weak follow-up attack: △+Ⓟ
(Taka-Arashi cannot do this)
Strong follow-up attack: ▽▲+Ⓟ
(Akira cannot do this)
These follow-up attacks are very effective. Furthermore, all the characters have their own special follow-up moves too.

### THROWING

When your opponent is close:
High attacking throw: Ⓟ+Ⓖ
Low attacking throw: Ⓟ+Ⓚ+Ⓖ (On a crouching opponent. The timing of this move is very difficult.)
All the characters have their own special throws too.

### RECOVERY

Rolling recovery: Press ◁ or ▷ on your Controller. Your character will roll and get up.
Roll towards the back of the arena: ▶▶▶ • • •
Roll towards the front of the arena: ▼▶▶▶ • • •
Jumping recovery: ▶▶▶ • • •
Master recovering to dodge your opponent's follow-up attacks.

### AVOIDING BEING THROWN

When your opponent is about to throw you:
Press Ⓟ+Ⓖ to counter a Ⓟ+Ⓖ throw and Ⓟ+Ⓚ+Ⓖ to counter a Ⓟ+Ⓚ+Ⓖ throw. If your timing is good, you can avoid your opponent's throw. The special command throwing techniques of each character can also be avoided using Ⓟ+Ⓖ in conjunction with the last direction of the special command throwing technique, with the exception of half-circular throws.

### ATTACKING RECOVERY

If your character is knocked down:
Press ⒦⒦⒦ • • • to have your character deliver a middle attacking kick on recovery. Hold the D-Pad down while pressing ⒦⒦⒦ • • •, to have your character deliver a low kick.

### CHANGING CAMERA ANGLE

In a one player game (vs. computer), press Trigger Ⓛ or Ⓡ to change the camera angle. Including the basic angle, there are four different ways of changing the camera angle. The camera angle will change every time you press the Trigger.

★ Press the Start Button to pause the game in any of the modes.

# TEAM BATTLE MODE/VS TEAM BATTLE MODE

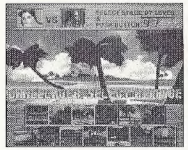
These are the team battle "tb" fighting modes.

## CHARACTER SELECTION SCREEN

Select the characters that you want to use. Use the D-Pad ⬆⬇⬅➡ to select a character and press the Ⓐ Button to enter.

## CHALLENGER ENTRY SELECTION SCREEN (TEAM BATTLE MODE ONLY)

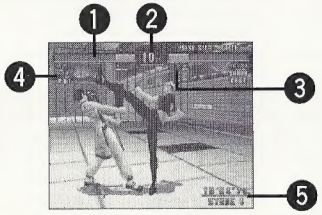
A challenger can join in at the Character Selection Screen or when the other player is playing against the computer, by pressing the Start Button.



## STAGE SELECTION

The challenger selects the fighting stage using the D-Pad ⬆⬇⬅➡, and pressing the Ⓐ Button to enter. The fighting stage selection can be switched off through OPTIONS (→ P.14)

## TEAM BATTLE SCREEN




❶ **PHYSICAL STRENGTH GAUGE**
When a character's physical strength gauge reaches zero, the character will be KO'd.

❷ **TIME LIMIT PER ROUND**
When the counter reaches 00:00, the round will automatically end.

❸ **NUMBER OF WINNING ROUNDS**
The number of winning rounds is shown in red.

❹ **CHARACTERS' NAMES**
Losing characters are shown in black.

❺ **TOTAL TIME & STAGE** (ONLY PLAYER VS. COM FIGHTS)
The total playing time and present stage.

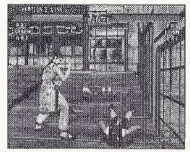
★ To change the camera view in the Player vs. Computer mode, press Trigger L or R. This feature is not available in the 1P vs. 2P mode.





## TEAM BATTLE RULES

- **WIN 3 ROUNDS TO WIN THE STAGE**
  Make teams of three characters and take part in tournament style fights. Each fight is a single one on one round, and the first team to win three rounds wins the match. Selecting a different number of rounds can change the number of characters you can select for your team. This can be changed in OPTIONS.
- **THE FIRST PLAYER TO REDUCE HIS OR HER OPPONENT'S LIFE GAUGE TO ZERO IS THE WINNER**
  Attack your opponent. If you can knock your opponent out (KO) within the time limit, you will win the round. The physical strength of your opponent is shown in the gauge at the top of the screen.
- **THE WINNER IS THE PLAYER WITH THE MOST REMAINING STRENGTH WHEN TIME RUNS OUT**
  When time runs out, if neither character has been KO'd, the player with the most remaining strength wins.
- **FORCING YOUR OPPONENT OUT OF THE RING**
  Regardless of remaining physical strength, if one of the characters is thrown, or falls out of the ring, the other player automatically wins.



## REGAINING PHYSICAL STRENGTH

It is possible to have a character recover the physical strength he or she lost in the previous round at the beginning of the next round. In OPTIONS, the Energy Recovery icon is set on Variable. If you want to change this, do so before you start the TEAM BATTLE MODE.

## CONTINUE & GAME OVER

When all of your characters have lost, the Continue screen will appear. Press the Start Button before the counter reaches zero and you can re-start from Round One of the fight that you lost. If the counter reaches zero, the game ends.

★ To quit VS TEAM BATTLE MODE, press Start to pause the game, then press the Ⓑ Button.

# NORMAL MODE/VS NORMAL MODE

This is a one on one mode where you can only select one character.
Like the Team Battle Mode, there is no limit on the number of times that you can continue.

## CHARACTER SELECTION SCREEN

Select the characters that you want to use. Use the D-Pad ⬆⬇⬅➡ to select a character and press the Ⓐ Button to enter.

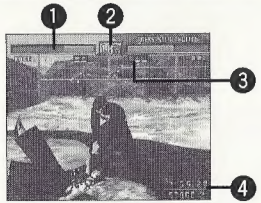
## CHALLENGER ENTRY SELECTION SCREEN (NORMAL MODE ONLY)

A challenger can join in at the Character Selection Screen or when the other player is playing against the computer, by pressing the Start Button.

## STAGE SELECTION

The challenger selects the fighting stage using the D-Pad ⬆⬇⬅➡, and pressing the Ⓐ Button to enter. The fighting stage selection can be switched off through OPTIONS (→ P.14)

## NORMAL MODE SCREEN




**❶ PHYSICAL STRENGTH GAUGE**
When a character's physical strength gauge reaches zero, the character will be KO'd.

**❷ TIME LIMIT PER ROUND**
When the counter reaches 00:00, the round will automatically end.

**❸ NUMBER OF WINNING ROUNDS**
Number of winning rounds is shown in red.

**❹ TOTAL TIME & STAGE (ONLY PLAYER VS. COM FIGHTS)**
Total playing time and present stage are shown.

★ To change the camera view in the Player vs. Computer mode, press Trigger Ⓛ or Ⓡ. This feature is not available in the 1P vs. 2P mode.



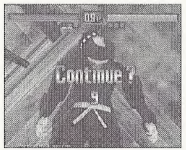


## NORMAL MODE RULES

- **WIN THREE ROUNDS TO WIN THE STAGE**
  In NORMAL MODE, you control one character and fight one on one. The first player to win three rounds in a stage wins.
  You can change the number of rounds in a stage through OPTIONS.
- **THE FIRST PLAYER TO REDUCE HIS OR HER OPPONENT'S LIFE GAUGE TO ZERO IS THE WINNER**
  Attack your opponent. Win the round by knocking out (KO) your opponent within the time limit. The physical strength of your opponent is shown in the gauge at the top of the screen.
- **THE WINNER IS THE PLAYER WITH THE MOST REMAINING STRENGTH WHEN TIME RUNS OUT**
  When time runs out, if neither character has been KO'd, the player with the most remaining strength wins.
- **FORCING YOUR OPPONENT OUT OF THE RING**
  Regardless of remaining physical strength, if one of the characters is thrown, or falls out of the ring, the other player automatically wins.

## RANKINGS

In NORMAL MODE, if you clear all the stages, or the game ends during a stage, then you will be shown a Ranking Certificate. You will be judged according to how you advanced through the stages and the number of stages that you cleared. Remember, to get a true ranking, you must have the time limit set to 30 seconds.




## CONTINUE & GAME OVER

If you don't win three rounds and thus lose, the Continue screen will appear. Press the Start Button before the screen counter reaches zero, to re-start from Round One of the previous fight that you lost. If the counter reaches zero, the game ends.

★ To quit VS NORMAL MODE, press Start to pause the game, then press the Ⓑ Button.

# TRAINING MODE

Use this mode to pit yourself against the computer and practice every character's moves.

## CHARACTER SELECTION & STAGES

Use the D-Pad ⬆⬇⬅➡ to select the character you want to practice with, and press the Ⓐ Button to enter. In the same way, select your opponent. Next, select a practice stage. Use the D-Pad ⬆⬇⬅➡ to select a stage, then press the Ⓐ Button to enter.

note: due to his speed Taka-Arashi cannot perform a middle punch in training mode when used as a training opponent.

## TRAINING MODE SCREEN & CONTROLS

As there are no time limits and unlimited physical strength, you can practice the command moves for as long as you want to, fighting the same way as when playing against the computer.

Every move you make is displayed on the left of the screen. Max Damage and Combo Damage are displayed at the top of the screen next to the COM Level Display. When you select TRAINING MODE with the 2P Controller, the commands and frame execution are displayed on the right side of the screen. Practice your character's moves until you perfect them.

- Changing the Camera Angle
  Use Trigger Ⓛ or Ⓡ to change the camera angle during the training session.
- Changing Computer Level/Exiting the Training Mode
  Pause the Training Mode by pressing the Start Button. Press the D-Pad ⬆⬇ to select between training options. Press the D-Pad ⬅➡ to change the option settings. Set the COM Level to 0 (⬅➡) to have a stationary opponent (Mannequin). Press the D-Pad ⬅➡ to select an Attack Type (special kick, low punch, etc.) or Attack Frequency (minimal to severe). (Only available when the COM Level is set to 0). The computer character becomes stronger as the value of the COM Level is increased. When set between COM Levels 1-9, the computer character will fight naturally. When set to COM Level 0, the computer will do exactly as you command. The Auto COM Level readjusts based on the amount of damage the player inflicts on the computer.
  Also, while paused, press the Ⓧ Button to return to the Character Selection Screen, and press the Ⓑ Button to exit the TRAINING MODE and return to the Title Screen.



# VS RECORDS & HISTORY

## VS RECORDS

Use this feature to save, load and view data from fighting results between players. Press the D-Pad ⬅➡ or Trigger Ⓛ or Ⓡ, to alternate between screens.

- Load and Save Screens: Select from the menu using the D-Pad ⬆⬇, and then enter by pressing the Ⓐ Button.
  [LOAD] Load data from the VMU.
  [SAVE] Save new data.
  Be cautious, because this will delete previously saved data.
  [EXIT] Return to the Mode Select Screen.
  If the VMU is not connected, the only option will be Exit.
- Fighting Winning Rate Chart: Displays the different characters' winning rates.
- Ranking Chart: Displays the rankings of each character.
- Combination Move and Damage Chart: Displays the record making maximum combination moves and the maximum damage that the characters make in fights.
- Character Performance Chart: Displays the individual performance results of all 13 characters.

## HISTORY

Use this mode to watch a video of the background and development of the Virtua Fighter series. Press the Ⓐ Button to start the video. When the Ending icon appears, use the D-Pad ⬆⬇ to select an icon, then press the Ⓐ Button to enter. The video will continue to loop as the video sequence end. To stop the movie, simultaneously press and hold the Ⓐ+Ⓑ+Ⓧ+Ⓨ and Start Buttons.

- HISTORY: You can watch the classic Virtua Fighter movie.
- ENDING: Use the VMU to view the ending movie of cleared TEAM BATTLE MODE and NORMAL MODE fights.
  - Caution! Playing a movie without saving data will return the option settings to Default. Also the fighting results data of the VS Records will be re-set.

# OPTIONS

## OPTIONS

In OPTIONS, you can change fighting settings, the Controller (or Arcade Stick) button settings, and can do sound tests.
Use the D-Pad ⬆⬇ to choose an icon, then use the D-Pad ⬅➡ to change the setting.
In TRAINING MODE, only the Difficulty and Button Reassignment settings can be modified.

- MATCH POINT: Change the number of rounds necessary to win in order to advance to the next stage of the tournament
  [ 2 / 3 / 4 / 5 ]
- DIFFICULTY: Change the level of difficulty for Player vs. Computer mode
  [ EASY / NORMAL / HARD / HARDEST ]
- TIME LIMIT: Set the time limit for one round
  [ 15 / 30 / 60 / INFINITE ]
- ENERGY MAX (1P): Increase Player One's character's maximum physical strength
  [ 160 ~ 400 ] (Physical strength is divided into blocks of 10. Use the D-Pad ⬅➡ to increase or decrease strength.)
- ENERGY MAX (2P): Increase Player Two's character's maximum physical strength
  [ 160 ~ 400 ] (Physical strength is divided into blocks of 10. Use the D-Pad ⬅➡ to increase or decrease strength.)
- STAGE SELECT: Set whether or not 2P can choose the next stage when he or she enters
  [ CHALLENGER / OFF ]
- ENERGY RECOVERY: Set the amount of physical strength that a victorious character can recover, after the round (→ P.9)
  [ NO / VARIABLE / FULL ] (Effective only in Team Battle Mode)
- RANKING MODE: Choose whether or not you want rankings
  [ ON / OFF ] (Effective only in Normal Mode)
- KEY ASSIGN: Select and enter to display the Button Reassignment screen. (→ Next page)
- SOUND TEST: Select and enter to display the Sound Test screen. (→ Next page)
- DEFAULT: Return all options to their initial setting
  **Note**: Button Reassignment configurations will not default.
- EXIT: Return to the Mode Select screen

## BUTTON REASSIGNMENT

Use the Button Reassignment feature to change the Controller settings for 1P's and 2P's Controller and/or Arcade Stick.

**● Changing the Controller operation settings**
To change the Controller settings, use the D-Pad ⬅➡ to select "EDIT", then press the Ⓐ Button to enter. Next, use the D-Pad ⬆⬇ to select the settings that you want to change. Use the D-Pad ⬅➡ to adjust the setting change. Select "EXIT" and press the Ⓐ Button when you are finished. Select "DEFAULT" and press the Ⓐ Button to return to the initial settings.

Select "EXIT" and press the Ⓐ Button to return to OPTIONS.

**Note**: In Key Assign, the Dreamcast Controller will have additional configurations not available for the Dreamcast Arcade Stick.

## SOUND TEST

On the Sound Test Screen, you can listen to the game's sound effects [EFFECT], voices [VOICE], and background music [BGM]

**● Playing sound effects**
Use the D-Pad ⬆⬇ to select EFFECT, VOICE or BGM. Press the D-Pad ⬅➡ to select the EFFECT or VOICE number, or the BGM title that you want to listen to, then press the Ⓐ Button to enter. The sound effect that you choose will now be played. To stop listening to the sound effect or music, press the Ⓑ Button.

Select "EXIT" and press the Ⓐ Button to return to OPTIONS.

# CHARACTER INTRODUCTIONS & MOVES

## COMMON MOVES FOR ALL CHARACTERS

| MOVING | |
|---|---|
| ◁ / ▷ / ◀ / ▶ | Move left or right |
| ◁◁ / ▷▷ | Quick step left or right |
| ◁◀ / ▷▶ | Dash in the direction that your character is facing |
| ◀+Ⓔ / ▶+Ⓔ | Dash in the direction that your character is facing (same as ◁◀ / ▷▶) |
| ◺◀ / ◺◀ | Low dash in the direction that your character is facing |
| ◺ / ▽ / ◺ | Crouch (◀ or ◀ to crouch and move at the same time) |
| ◸◹ / ▽◸ / ◺◹ | Small jump to the left, straight up or right (back flips in some cases) |
| ◸▶ / ▽◸ / ◺▶ | Big jump to the left, straight up, or right |
| Ⓔ(◸+Ⓔ) / ▶+Ⓔ | Evade to the front of the screen, or to the back of the screen |
| **ATTACKING** | |
| Ⓟ | Punch (you may punch while crouching or on small jumps) |
| Ⓚ | Kick (you may kick while crouching/jumping) |
| Ⓖ | Guard (high/middle attacks; crouch to guard low) |
| Ⓟ+Ⓖ / Ⓟ+Ⓚ+Ⓖ | High/low throw (or avoid being thrown) |
| ◸Ⓟ / ▽◸Ⓟ | Weak/strong follow-up attack |
| **RECOVERING** | |
| ◁ / ▷ | Roll and get up towards the direction pressed |
| ⒼⒼⒼ • • • / ▶ⒼⒼⒼ • • • | Roll and get up towards the front/back of the screen |
| ⒺⒺⒺ • • • | Jump up |
| ⒼⒼⒼ • • • / ▶ⒼⒼⒼ • • • | Deliver a middle/low kick on recovery |

★ The special moves for each character explained from P. 17 onwards, are written as though each character is facing right.



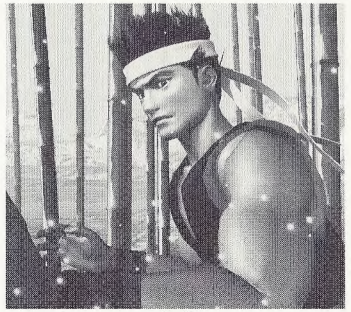


# Akira Yuki

Realizing that he lacked experience from his failure to win the First World Fighting Tournament, Akira went through rigorous training to prepare himself for the Second World Fighting Tournament.

Akira returned home, with the second tournament trophy. Yet as he was about to proclaim his victory, his grand-father told him, "Don't flatter yourself. You haven't mastered anything yet." In order to solve the question "What is true strength," Akira resolved to fight in the tournament once more.

On the eve of the Third Tournament, Akira is about to demonstrate his prowess. Are we ready to see what deadly powers Akira will unleash?



| | |
|---|---|
| Renkantai | ▷▷ⓀⓀ |
| Mouko Kouhazan | ▶▷Ⓟ |
| Youhou | ◺◺Ⓟ |
| Tetsuzankou | ◁▷▷Ⓟ+Ⓚ |
| Kaiko | ▷Ⓟ+Ⓖ |
| Shin'iha (Throw) | ◺▷Ⓟ+Ⓖ |
| Youshi Senrin (Throw) | ◁◺Ⓟ+Ⓖ |
| Daiten Housui (Throw) | ◁▷Ⓟ+Ⓖ |
| Rimon Chouchuu (High Attack Reversal) | ◁Ⓟ+Ⓚ |
| Shoutenkou (Somersault Kick Reversal) | ◹Ⓟ+Ⓚ |
| Ryuusou Shiki | ◺Ⓚ+Ⓖ |
| Souka Housui | ◺Ⓟ+Ⓚ |
| Shishi Hougetsu (Throw) | ◺Ⓟ+Ⓖ |
| Junshin Honko (Throw) | ▷◁Ⓟ+Ⓖ |

# Sarah Bryant

Sarah was kidnapped by a mysterious organization while investigating her brother Jacky's racing accident. Through hypnotism, she was re-conditioned and sent to the World Fighting Tournament to eliminate Jacky. Unable to fulfill her task, Sarah was further trained by the mysterious organization to become a deadly fighting machine. It was during the Second Tournament that Jacky was finally able to rescue Sarah. She had total amnesia. Uncomfortable living with a brother that she could no longer remember, Sarah went to New York to live alone. Through her Jeet Kune Do practice, she began to recover fragments of her memory. One day, an invitation arrived for the Third Tournament. Will Sarah be able to recover her memory and finally return to her former life?

| | |
|---|---|
| Double Joint Butt | ⇨PK |
| Illusion Kick | ⇦KK |
| Tornado Kick | ⇙K+G |
| Round House Kick | ⇧K+G |
| Combo Somersault Kick | PPP⇨K |
| Neck Breaker Drop (Throw) | ⇨⇨P+G |
| Spin Heel Kick | ⇦K+G |
| Low Spin Kick | ⇦K+G |
| Full Spin Dive | ⇙K |
| Moon-Sault | ⇙P |
| Dragon Cannon | ⇗K |
| Leg Hold Throw | ⇦⇨P+G |
| Rolling Face Crush (Throw) | ⇙P+G |
| Lightning Knee Smash (Throw) | ⇦P+G |





# Jacky Bryant

In 1990, Jacky was involved in a car crash. His sister, Sarah, was kidnapped while investigating the accident. When he recovered, Jacky went off to search for Sarah and discovered that she would be in the First World Fighting Tournament. Jacky entered it to get revenge against the organization and to rescue Sarah, but he failed. More determined than ever, Jacky trained for one year to improve his skills and became a Jeet Kune Do instructor.

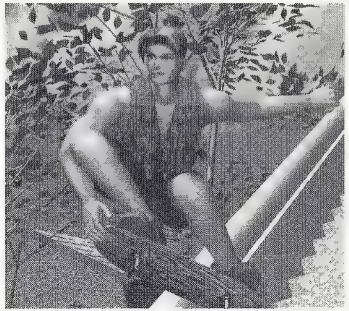
In the Second Tournament, Jacky finally managed to save Sarah. But unable to remember anything, Sarah decided to go and live in New York alone. One day, Sarah suddenly phoned him and asked him to take part in the Third Tournament. In order to protect Sarah from the Organization and hopefully help her to regain her memory, Jacky decided to take part once more.

| | |
|---|---|
| Knee Strike (Throw) | ⇨⇦P+G |
| Beat Knuckle | P+K |
| Elbow Spin Kick | ⇨PK |
| Side Hook Kick | ⇦K |
| Switch Step | ⇩⇩ |
| Kick Back Knuckle Spin | KPK |
| Elbow Knuckle Kick | ⇨PPK |
| Elbow Knuckle Low Kick | ⇨PP⇩K |
| Double Punch Knee Kick | PP⇨K |
| Beat & Knuckle Spin | P+KPK |
| Lightning Hook | ⇧PPP |
| 2-Way Spin Kick | K⇩K |
| Lightning Straight | ⇧PP⇨P |
| Sadistic Hanging Knee (Throw) | ⇧⇧P+G |

# Lion Rafale

In the Second World Fighting Tournament, Lion was knocked out in the first round, but in that bout he discovered within himself a hidden fighting spirit. With a brand new focus, Lion became totally absorbed in his training as he sought to improve himself.

A year and several months passed, when an invitation finally arrived for the Third World Fighting Tournament. In order to redeem himself, and evaluate his new skills, Lion entered the Tournament. This time, he will do better!



| | |
|---|---|
| Juuchou Senshou | ⇧Ⓟ+Ⓚ |
| Kousoutai | ⇓Ⓚ+Ⓖ |
| Touho Soushu | ⇩Ⓟ+Ⓚ |
| Souji Senpuu | ⇨Ⓟ+Ⓚ |
| Shichisei Tenbunchuu (Throw) | ⇦Ⓟ+Ⓖ |
| Senkyuutai | ⇗Ⓚ |
| Haika Senten (Throw) | ⇖Ⓟ+Ⓖ |
| Rensui Soushu | ⓅⓅ⇩Ⓟ |
| Shippo Shousenshou | ⇓⇨Ⓟ |
| Banchuu Renkanshu | ⇨ⓅⓅ |
| Shichisei Chouhihousen (Throw) | ⇙Ⓟ+Ⓖ |
| Hiten Soukuukyaku (Throw) | ⇦⇨Ⓟ+Ⓖ |
| Tozan Honshakyaku (Throw) | ⇓⇨Ⓟ+Ⓖ |
| Tenshin Tourou Renkyaku | ⇦ⓅⓅⓀ |





# Pai Chan

Pai left the Second World Tournament in defeat by her father, Lau. During the fight, Pai began to question herself, "Why would my father forsake his family for his martial arts training?" She came to the realization that perhaps by understanding him, she could finally defeat him.

Pai continued to travel to various locations around the world, working on her world-spanning fighting film. Then, one year and several months later, an invitation for the Third World Tournament arrived. Seeing Lau's name as one of the competitors, Pai once more, enters the tournament to defeat her father.

| | |
|---|---|
| Ensenshuu | ⇓Ⓚ+Ⓖ |
| Enjin Senpuukyaku | ⇦Ⓚ+Ⓖ |
| Senchuuken | ⇨Ⓟ |
| Hi'en Rekkyaku | ⇙ⒼⓀ |
| Renkan Haitenkyaku | ⓅⓅⓅ⇘Ⓚ |
| Tenchi Touraku (Throw) | ⇨⇦Ⓟ+Ⓖ |
| Ensen Hairyuu (High Parry) | ⇦Ⓟ+Ⓚ |
| Seien Katou (Throw) | ⇦⇩Ⓟ+Ⓖ |
| Hi'en Honko (Throw) | ⇖Ⓟ+Ⓖ |
| Souka Rensuishou | ⇖ⓅⓅ⇨Ⓟ |
| Rensen Risenkyaku | ⇩ⒼⓀ |
| Ensei Kosouha | ⇓⇨Ⓟ |
| Kuuretsu Tenhou (Throw) | ⇓⇨Ⓟ+Ⓖ |
| Unshu | ⇨Ⓟ+Ⓚ |

# Lau Chan

As soon as the Second Fighting Tournament ended, Lau heard that his Chinese restaurant business was in trouble. Lau spent the next year working as head chef whilst at the same time continuing his martial arts training. Then he heard that the Third World Fighting Tournament was about to start. Naturally he decided to take part (being the champion of the First Tournament) so he left the managing of his kitchen to his best apprentice and set about his travel preparations. Some say they actually saw Lau smile as he left...

| | |
|---|---|
| Senpuuga | K+G |
| Ensenshuu | ↓K+G |
| Toukuu Kosenkyaku | ↙K |
| Chisoutai | ↘↓K |
| Junpo Chuushou | ↓↘P |
| Renkan Tenshinkyaku | PPPK |
| Renkan Tenshinsoukyaku | PPP↓K |
| Tenshin Hainshou (Throw) | ←→P+G |
| Ryuushu Katou (Throw) | ←↓P+G |
| Souko Reppa | ↓P+K |
| Hi'en Tenshinshou | ←←P |
| Enjin Senpuukyaku | ←←K+G |
| Raishin Nyuurin (Throw) | →P+G |
| Daichi Toushuu (Throw) | ↓↘P+G |

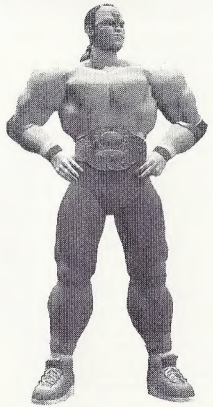




# Wolf Hawkfield

The only reason that Wolf took part in the Second World Tournament was to fight Akira. Unfortunately he was still beaten, although by the smallest of margins. He returned to his reserve and continued to train, with nature as his opponent. A year and some months after the tournament, Wolf had a dream. He dreamed that the world was about to be destroyed, and only one person could save it. When he told the shaman of the settlement about his dream, he was told: "Follow your dream! This is something you cannot ignore!"

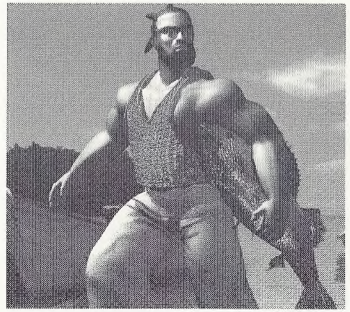
A few days later, an invitation for the Third World Fighting Tournament arrived. Wolf decided to participate. Is there some connection with his Dream and the Tournament?



| | |
|---|---|
| Shoulder Attack | ←→P |
| Body Slam (Throw) | ↓P+G |
| Double Arm Suplex (Low Throw) | ↓P+K+G |
| Rolling Saw Butt | →K+G |
| Dragon Screw (Middle Kick Reversal) | ↓P+K |
| Arm Whip (Throw) | →→P+G |
| Tomahawk Chop | ←P |
| Level Back Chop | P+K |
| Short Range Shoulder | ←→P+K |
| Grizzly Lariat | ↓P+K |
| Comet Hook | ↓P |
| Catch (Throw) | →P+G |
| Thunder Fire Power Bomb (After Catch) | P+G |
| Capture (High Kick Reversal) | ←P+K |

# Jeffry McWild

In order to build a boat to catch "Satan Shark," (a shark measuring more than six meters in length) Jeffry took part in the Second World Fighting Tournament. His only motivation was the money that all the participants were sure to receive. This sum was less than in previous years, but Jeffry began to build his boat as he had originally planned. About a year later, his dreamboat still far from completion, Jeffry had run out of money. He was sick with worry over how to handle this money problem when the invitation for the Third World Fighting Tournament arrived. The timing was perfect. He decided to take part in the tournament once more.



| | |
|---|---|
| Heel Kick | ⇦⇨Ⓚ |
| Power Slam (Throw) | ⇨Ⓟ+Ⓖ |
| Power Bomb (Low Throw) | ⇩Ⓟ+Ⓚ+Ⓖ |
| Splash Mountain (Throw) | ⇩⇩Ⓟ+Ⓖ |
| Triple Upper | ⇧ⓅⓅⓅ |
| Knee Hammer | ⇦ⓀⓅ |
| Middle Stab | ⇨Ⓟ+Ⓚ |
| Hell Dunk Hammer | ⇩Ⓟ+Ⓚ |
| Killing Toe Kick Hammer | ⓀⓀⓅ |
| Upper Cut | ⇩⇩Ⓟ |
| Tornado Hammer | ⇨⇦Ⓟ |
| Rising Hammer | ⇦⇩ⓅⓅ |
| Stomach Crusher | ⇦⇩Ⓟ+Ⓚ |
| Full Swing Hammer | ⇦⇨⇨Ⓟ+Ⓚ |

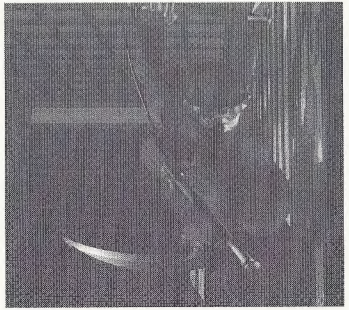




# Kage-Maru

Kage took part in the Second World Fighting Tournament to rescue his mother, Tsuki Kage, from the mysterious organization's evil clutches. He was beaten in the semifinal, but was finally able to whisk his mother off to freedom. Soon after returning to his secret mountain village, Kage was able to continue his former peaceful life. A year had passed when Kage became increasingly aware of his mother's worsening health. Kage confirmed that she was suffering from some type of after-effect from her transformation into Dural. Using his ninja skills, Kage managed to infiltrate the Organization once more.

Kage discovered that his mother's condition had been caused by an imperfection in the Dural prototype skeleton model. Kage's only recourse is to defeat and capture the new Dural in hopes that it may save his mother.

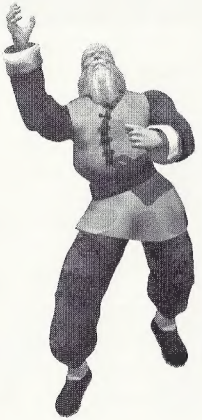


| | |
|---|---|
| Raku Senjin | ⇨Ⓟ+Ⓚ |
| Hagaryuu | ⇨⇨Ⓚ+Ⓖ |
| Rairyuu Hishoukyaku | ⇨⇨Ⓟ+Ⓚ+Ⓖ |
| Kote Gaeshi (Returns High Punch) | ⇦Ⓟ+Ⓚ |
| Katana Gasumi (Throw) | ⇩Ⓟ+Ⓖ |
| Koenraku (Throw) | ⇦Ⓟ+Ⓖ |
| Izuna Otoshi (After Koenraku) | ⇧Ⓟ+Ⓖ |
| Engetsu Geri | ⇦Ⓚ+Ⓖ |
| Hagakure Senjin | ⇩Ⓟ+Ⓚ |
| Ganzanha | ⇧Ⓟ |
| Jungyaku Jizai (Throw) | ⇨Ⓟ+Ⓖ |
| Fushin Randangeki (Throw) | ⇦Ⓟ+Ⓖ |
| Ukigasumi (Throw) | ⇦⇩Ⓟ+Ⓖ |
| Kage Yaiba | ⇨⇩⇩Ⓟ |

# Shun-Di

During the Second World Fighting Tournament, Shun thought he saw one of his beloved disciples, a man he himself had raised. After the tournament, Shun desperately searched the tournament arena, but ultimately couldn't find him.

A year and some months later, Shun received an invitation to attend the Third World Fighting Tournament. He was aghast to see that his pupil was listed as one of the championship sponsors. Shun could not understand why he had left him and joined the Organization, so he decided to take part in the tournament with the aim of finding out why.



| | |
|---|---|
| Chuubu Soutenkyaku | ⇨⇨Ⓚ |
| Tenshin Souchuushou | ⇨Ⓟ+Ⓚ |
| Senpuu Soutai | ⇩Ⓚ+Ⓖ |
| Toushuu Richuu (Throw) | ⇦Ⓟ+Ⓖ |
| Zabantetsu | ⇩⇩ |
| Zainshu (During Zabantetsu) | Ⓟ+Ⓚ+Ⓖ |
| Tenshin Souko (Throw) | ⇧Ⓟ+Ⓖ |
| Chuubushin | ⇧Ⓟ+Ⓚ |
| Tenshin Suishu (After ⇨⇧⇩⇗⇦ ) | Ⓟ+Ⓚ |
| Kasenko | ⇨ⓅⓅⓅⓀ |
| Gyouinshu | ⇩Ⓟ+Ⓚ+Ⓖ |
| Shasoku Renkyaku | ⇨Ⓚ+Ⓖ |
| Suisenshu | Ⓟ+Ⓚ |
| Shinpo Suikoushu | ⇦⇧Ⓟ |

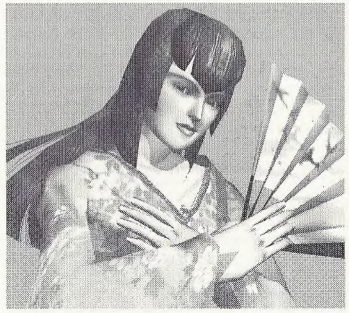




# Aoi Umenokouji

The eldest daughter of an old, established, renowned Kyoto family Dojo, Aoi has had Aikido and Judo drummed into her since childhood. Since her father and Akira's father were old friends, Aoi and Akira often trained together as children.

Aoi's father learned of the World Tournament through Akira. Once Aoi heard about the tournament and Akira's participation, she became very interested in entering. In order to gauge her own skills and ability, Aoi's challenge is about to start.



| | |
|---|---|
| Koromo Guruma | ⇨⇨Ⓟ |
| Raijinha | ⇨Ⓚ |
| Kusanagi | ⇩Ⓚ+Ⓖ |
| Rentotsu Kodachi | ⓅⓅⓅⓀ |
| Rentotsu Kusanagi | ⓅⓅⓅ⇩Ⓚ |
| Rentotsu Kinuguruma | ⓅⓅ⇨ⓅⓅ |
| Rokudan Obitori (Throw) | ⇦Ⓟ+Ⓖ |
| TegiwameToushin (LowThrow) | ⇩Ⓟ+Ⓚ+Ⓖ |
| Eda Kudaki (Follow Up Throw) | ⇧Ⓟ+Ⓖ |
| Ryuuseishu (High Parry) | ⇦Ⓟ |
| Haoboro (Middle Parry) | ⇗Ⓟ |
| Tenshin Nyuushin (High Attack Reversal) | ⇦Ⓟ+Ⓚ |
| Ryuu no Agito (Middle Attack Reversal) | ⇗Ⓟ+Ⓚ |
| Aiki Nage (Throw) | ⇩⇨Ⓟ+Ⓖ |

# Taka-Arashi

In the Sumo world, Taka Arashi is well known for his brutal style. One day, while at an American bar, Taka Arashi was provoked into proving his worth. After soundly defeating the man who provoked him, Taka Arashi came back to Japan. Once there, Taka Arashi told his stable master about the incident and then retired from Sumo.

One day, as Taka Arashi was practicing Sumo in a mountain village, an invitation for the Third World Fighting Tournament arrived. Seeing the invitation, he felt a rush of excitement. Taka Arashi envisioned being able to show the world the power of Sumo wrestling, and to stretch himself to his limits... His blood boiling, he decides to join the fray.

| | |
|---|---|
| Tsuppari | ⓅⓅⓅⓅⓅ |
| Kachiage | ⇖Ⓟ+Ⓚ |
| Mage Harite | Ⓟ+Ⓚ |
| Taru Kudaki | ⇓⇨Ⓟ |
| Higuma Tsume | ⇓⇦⇨Ⓟ |
| Tataki Komi | ⇦Ⓟ+Ⓚ |
| Tsuyu Harai | ⇩Ⓟ+Ⓚ |
| Oni Goroshi | ⇖Ⓟ |
| Neko Damashi | Ⓟ+Ⓚ+Ⓖ |
| Soto Gake (Throw) | ⇖Ⓟ+Ⓖ |
| Izori (Throw) | ⇓⇦Ⓟ+Ⓖ |
| Yotsumi (Throw) | ⇨Ⓟ+Ⓖ |
| Yagura Nage (During Yotsumi) | Ⓟ+Ⓖ |
| Tsukami Nage (Low Throw) | ⇖Ⓟ+Ⓚ+Ⓖ |



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